



# Interactive Design and Technology Diploma

## PLAR Candidate Guide

Prior Learning Assessment and Recognition (PLAR)

### Copyright

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### Prior learning credit options at Saskatchewan Polytechnic

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See [Get Credit for What you Know](#) for important information about all options to get credit for prior learning at Sask Polytech, including PLAR, transfer credit, Canadian Armed Forces credit, and equivalency credit.

### How to navigate this document

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This document contains links to other document sections or webpages. To return to where you were from another section in this document, press the *ALT* key and *left arrow* key at the same time. To return to this webpage from another webpage, close the other webpage or click back on the browser tab for this document.

### Contents of this guide

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This guide contains the following specific PLAR information and tools for this program

- A. [PLAR fees](#)
- B. [PLAR eligibility and options](#)
- C. [Dates when PLAR assessment is available](#)
- D. [Special directions for this program](#)
- E. [PLAR contact person](#)
- F. [Self-rating course outlines](#)

## A. PLAR fees

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Fees for PLAR challenges are set to cover our costs for consultation, assessment, and related administrative tasks. PLAR fees are non-refundable and non-transferrable.

The PLAR fees policy is subject to change for each new academic year. Please see the **Cost** section on the [PLAR webpage](#) for current fee information.

## B. PLAR eligibility and options

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To be eligible for PLAR for courses in this program, you must be a registered student at Sask Polytech. You must also consult with the [PLAR contact person](#) and be approved for PLAR assessment.

### Course prerequisites and corequisites

Some courses have one or more other courses that must be completed first (prerequisite) or at the same time (corequisite). See [course outlines](#) in this guide to identify any pre- or co-requisites for each course. Discuss with your [PLAR contact person](#) how to deal with courses with corequisites.

### Block assessment

Some programs may assess a cluster of courses together in one block, which may save you time and effort. Ask the [PLAR contact person](#) whether there are any block assessment options in this program.

## C. Dates when PLAR assessment is available

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PLAR assessment for this program is available from Sept 1 to June 15 in each academic year.

**All PLAR assessments must be completed by June 15 of each academic year.**

## D. Special directions for this program

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1. **Review** the [PLAR process and FAQs](#) and the information in this guide.
2. **Self-rate** your learning for each course using the [Course Outlines](#) in this guide.
3. **Consult** with the [PLAR contact person](#) for PLAR approval. Be prepared to provide your resume, course self-ratings (see [section F](#)), and a partially completed [PLAR application](#). If you are approved for PLAR, the contact person will sign your PLAR application and explain next steps.
4. **Register** for PLAR at [Registration/Enrolment Services](#) once you have signed approval on your [PLAR Application Form](#). The PLAR fee will be added to your student account.
5. **Finalize** an assessment plan with your assigned assessor.
6. **Complete** assessment before your PLAR registration expires.

## E. PLAR contact person

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Contact one of the Program Heads below to arrange a consultation **after** you have read this guide and [general PLAR information](#) and rated yourself for each course (see next section). Consultation may be by phone, online, or in person. Be prepared to provide your resume, course self-ratings, and a partially completed [PLAR application](#). If agreement is reached to go ahead with PLAR, the contact person will sign approval on your PLAR application and explain the next steps. Admission to the program is required before you can register for PLAR.

**Heather Craigie, Program Head**  
Saskatchewan Polytechnic, Regina Campus  
Phone: 306 – 775 - 7506  
Email: [craigie@saskpolytech.ca](mailto:craigie@saskpolytech.ca)

## F. Self-rating course outlines

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Clicking on a course code below opens a page where you can rate yourself on the knowledge and skills assessed for PLAR credit. For Arts & Sciences courses, clicking on the course code opens another PLAR guide. The [PLAR contact person](#) for this program will refer you to another person to discuss PLAR for courses delivered by Arts & Sciences or another program/department.

COURSE CODE	COURSE NAME	Delivered by another department/program
<b>Semester 1</b>		
<a href="#">DSGN 103</a>	User Experience Design 1	
<a href="#">DSGN 110</a>	Design Fundamentals	
<a href="#">GRPH 109</a>	Image Editing	
<a href="#">GRPH 118</a>	Vector Graphics	
<a href="#">MULT 120</a>	Web Authoring 1	
<a href="#">PHOT 126</a>	Photography	
<a href="#">MULT 124</a>	Web Authoring 2	
<a href="#">PROF 100</a>	Professional Practices 1	
<b>Semester 2</b>		
<a href="#">DGTL 101</a>	Audio	
<a href="#">DGTL 105</a>	Video 1	
<a href="#">DGTL 112</a>	Social Media	

<b>COURSE CODE</b>	<b>COURSE NAME</b>	<b>Delivered by another department/program</b>
<a href="#">DSGN 202</a>	User Experience Design 2	
<a href="#">GRPH 200</a>	Advanced Image Editing	
<a href="#">MKTG 203</a>	Digital Marketing 1	
<a href="#">MULT 114</a>	Web Authoring 3-Javascript	
<a href="#">MULT 128</a>	Web Development 4	
<b>Semester 3</b>		
<a href="#">DSGN 210</a>	Introduction to Mobile Application Design	
<a href="#">GRPH 201</a>	Advanced Vector Graphics	
<a href="#">GRPH 202</a>	Electronic Publishing	
<a href="#">MKTG 206</a>	Digital Marketing 2	
<a href="#">MULT 123</a>	3D Fundamentals 1	
<a href="#">MULT 205</a>	Content Management Systems	
<a href="#">MULT 213</a>	Web Development 5	
<a href="#">PROF 200</a>	Professional Practices 2	
<b>Semester 4</b>		
<a href="#">COMP 265</a>	Introduction to Mobile Application Development	
<a href="#">DGTL 206</a>	Video 2	
<a href="#">INDG 100</a>	Introduction to Indigenous Studies	<a href="#">Arts &amp; Sciences</a>
<a href="#">MULT 208</a>	Emerging Interactive Technologies	
<a href="#">MULT 212</a>	3D Fundamentals 2	
<a href="#">MULT 215</a>	Immersive Technologies 1	
<a href="#">MULT 216</a>	Immersive Technologies 2	
<a href="#">MULT 217</a>	Creative Computing	
<a href="#">PROJ 202</a>	Interactive Media Project	

COURSE CODE	COURSE NAME	Delivered by another department/program
<b>Semester 5 (must take 1 of 2)</b>		
<a href="#">PROJ 101</a>	Client Directed Project	
<a href="#">WORK 106</a>	Work Experience	

### DSGN 103 - User Experience Design 1

You will learn the core concepts of User Experience (UX) design and User Interface (UI) tools. You will consider the impacts of ethics and accessibility. You will develop user interface components using modern tools and prepare them for use as a UI kit.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Define User Experience (UX) design.			
2. Identify inclusive design.			
3. Try UX design tools.			
4. Consider UX design principles.			
5. Apply UX design conventions.			
6. Develop components.			

## DSGN 110 – Design Fundamentals

You will explore the elements of design and principles of organization. You will learn about grids and how they enhance layout and composition. You will gain an understanding of colour theory and the use of the colour wheel. You will explore the application of typography in relation to effective graphic design. You will apply these skills to create effective design communication solutions.

**Credit unit(s):** 3.0  
**Prerequisites:** GRPH 109(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** DSGN 101, GRPH 150

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe the elements and principles of design.			
2. Analyze colour theory.			
3. Identify the form and function of type.			
4. Examine layout and composition.			
5. Use grids to organize visual elements.			
6. Produce effective design solutions.			

**GRPH 109 – Image Editing**

Your studies will include an introduction to the basic concepts of image editing, including file types and resolution. You will develop the skills required to use an image editing application, and perform image editing techniques, including image compositing. You will also prepare images for output.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** GRPH 102, GRPH 153

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe image editing.			
2. Describe file types and resolution.			
3. Use an image editing application.			
4. Apply image editing techniques.			
5. Apply compositing techniques.			
6. Prepare images for output.			



**GRPH 118 - Vector Graphics**

Your studies will include an introduction to the basic concepts of vector graphics. You will develop the skills required to use a vector graphic application, while learning techniques for creating and modifying vector graphics. You will also prepare graphics for output.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** GRPH 103, GRPH 152

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe vector graphics.			
2. Use a vector graphic application.			
3. Practice basic vector creation.			
4. Build intermediate vector graphics.			
5. Create advanced vector graphics.			
6. Prepare graphics for output.			

## MULT 120 - Web Development 1

You will learn the basics of web authoring and publishing. You will create webpages using basic Hypertext Markup Language and Cascading Stylesheets. You will use industry-standard software to create and manage webpages. You will publish webpages to your own web hosting service.

**Credit unit(s):** 4.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** GRPH 260

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Define internet fundamentals.			
2. Use internet fundamentals.			
3. Use web development tools.			
4. Use basic Hypertext Markup Language (HTML).			
5. Use basic Cascading Stylesheets (CSS).			
6. Build webpages.			

**PHOT 126 - Photography**

Your studies will focus on photography fundamentals. You will focus on camera operation for natural light photography and off-camera lighting techniques. Camera operation will be examined through aperture, shutter speed, ISO, white balance, and focusing techniques. You will learn about various lighting and composition techniques for capturing professional images.

**Credit unit(s):** 4.0  
**Prerequisites:** GRPH 109(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** PHOT 100, PHOT 124

Use a checkmark (✓) to rate yourself as follows for each learning outcome		Competent	Learning	None
<b>Competent:</b>	I can apply this outcome without direction or supervision.			
<b>Learning:</b>	I am still learning skills and knowledge to apply this outcome.			
<b>None:</b>	I have no knowledge or experience related to this outcome.			
1.	Examine photography fundamentals.			
2.	Practice exposure.			
3.	Develop an image workflow.			
4.	Demonstrate photography techniques.			
5.	Examine lighting techniques.			
6.	Execute a photoshoot.			

## MULT 124 - Web Authoring 2

You will use intermediate Hypertext Markup Language (HTML) and Cascading Style Sheets (CSS) to design and create websites with a variety of layouts. You will begin implementing strategies for building websites and you will learn how to build interactive, media rich, and responsive websites. You will create and publish a website. You will explore website builders and Content Management Systems (CMS).

**Credit unit(s):** 3.0  
**Prerequisites:** MULT 120  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Examine HTML/CSS strategies.			
2. Explore layout techniques.			
3. Apply layout techniques.			
4. Explore responsive techniques.			
5. Apply responsive techniques.			
6. Create and publish a website.			
7. Explore content management systems (CMS).			

**PROF 100 - Professional Practices 1**

You will study professional practices and communication skills that are needed to work in a digital design and development environment. You will study personal management, employability, communication, teamwork, time management, and ethics. You will also explore the development of an online professional presence.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** COMM 127

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe professional practices.			
2. Demonstrate personal management skills.			
3. Develop employability skills.			
4. Demonstrate workplace communications skills.			
5. Demonstrate teamwork.			
6. Identify time management principles, techniques, and software tools.			
7. Discuss ethics.			
8. Develop a professional online presence.			

## DGTL 101 - Audio

You will learn introductory techniques and processes for audio production. Your studies will include audio capture, editing, and compositing. You will explore sound design and create sound that can be integrated into a project or digital portfolio.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe audio capture.			
2. Use audio capture techniques.			
3. Implement audio editing software.			
4. Produce composite audio.			
5. Analyze sound design.			
6. Create audio.			

## DGTL 105 - Video 1

You will learn introductory production techniques and processes for basic video production and animation. Your studies will include the theory behind current industry techniques, the core principles of motion video, and how to capture and edit your own work. You will also learn to incorporate basic motion graphics and prepare your content for dissemination on several prominent platforms.

**Credit unit(s):** 3.0  
**Prerequisites:** PHOT 126  
**Corequisites:** none  
**Equivalent course(s):** none

<b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b>  <b>Competent:</b> I can apply this outcome without direction or supervision. <b>Learning:</b> I am still learning skills and knowledge to apply this outcome. <b>None:</b> I have no knowledge or experience related to this outcome.	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe motion picture fundamentals.			
2. Capture video.			
3. Construct edited video.			
4. Demonstrate output codecs.			
5. Describe animation principles.			
6. Produce keyframe overlays.			

## DGTL 112 - Social Media

You will learn the basics of creating and curating content for popular social media platforms. Your studies will include techniques for creating, monitoring, and evaluating social media content.

**Credit unit(s):** 3.0  
**Prerequisites:** GRPH 109, GRPH 118, DGTL 105(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** CRWT 100

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Describe social media.			
2. Develop a brand strategy.			
3. Use social media analytic tools.			
4. Demonstrate content curation.			
5. Create social media content.			
6. Design branded content for social media platforms.			



## DSGN 202 - User Experience Design 2

You will explore and create User Experience (UX) artifacts and follow industry standard UX workflows. You will create an industry-ready User Interface (UI) kit. You will implement that UI kit to build a full-scale interactive prototype. You will use UX testing methods to gain data and reflect on that data for revising your prototype.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 103(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Implement a User Experience (UX) design workflow.			
2. Build a prototype plan.			
3. Complete a prototype.			
4. Examine testing methods.			
5. Perform user testing.			
6. Revise a prototype.			

**GRPH 200 - Advanced Image Editing**

You will study advanced image editing techniques including colour correction, batch processes, automation, and photo retouching. You will learn to produce consistent work as you research and employ advanced image editing techniques.

**Credit unit(s):** 3.0  
**Prerequisites:** GRPH 109  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe plugins.			
2. Describe colour correction and management.			
3. Use colour correction techniques.			
4. Create custom tools.			
5. Describe advanced image editing techniques.			
6. Research advanced image editing techniques.			
7. Practice advanced image editing techniques.			
8. Apply advanced image editing techniques.			

## MKTG 203 - Digital Marketing 1

Your studies will include developing, planning, and monitoring online digital marketing products, tools, and strategies. You will develop online marketing materials and evaluate their effectiveness.

**Credit unit(s):** 3.0  
**Prerequisites:** GRPH 109, GRPH 118, MULT 120  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Describe online marketing.			
2. Identify online marketing goals.			
3. Identify online marketing strategies.			
4. Describe web analytics.			
5. Use web analytics.			
6. Develop an online marketing strategy.			

### MULT 114 - Web Development 3

You will be introduced to programming in JavaScript (JS). Your studies will include data types, variables, basic operations, decisions structures, looping structures, functions, and objects. You will also study the Document Object Model (DOM). You will use these elements to create interactive websites.

**Credit unit(s):** 4.0  
**Prerequisites:** MULT 124  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe programming and JavaScript.			
2. Practice development tools, debugging, and error handling.			
3. Use data types, variables, and basic operations.			
4. Use decision structures.			
5. Use looping structures.			
6. Use functions.			
7. Use Objects.			
8. Use the Document Object Model (DOM).			
9. Build interactive websites.			

## MULT 128 - Web Development 4

You will learn about the intricacies of front-end development by exploring several web design approaches. You will use Cascading Style Sheets (CSS) preprocessor, front-end frameworks, and JavaScript libraries to create advanced websites.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** MULT 114  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Define front-end development.			
2. Practice web design approaches.			
3. Use Cascading Style Sheets (CSS) preprocessors.			
4. Use front-end libraries.			
5. Use front-end frameworks.			
6. Build advanced interactive websites.			

## DSGN 210 - Introduction to Mobile Application Design

You will learn the basics of designing mobile applications and creating mobile application prototypes. You will examine current mobile application design patterns and technologies. You will create a mobile application prototype using prototyping tools.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 103  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe mobile applications.			
2. Describe image optimization.			
3. Demonstrate design and interface guidelines.			
4. Demonstrate mobile navigation.			
5. Use prototyping tools.			
6. Create a mobile application prototype.			

**GRPH 201 - Advanced Vector Graphics**

You will study advanced vector techniques to create quality vector graphics. You will learn to produce consistent work as you research and employ advanced vector techniques.

**Credit unit(s):** 3.0  
**Prerequisites:** GRPH 118  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Use vector graphic plugins.			
2. Create custom vector tools.			
3. Describe advanced vector techniques.			
4. Research advanced vector techniques.			
5. Practice advanced vector graphic techniques.			
6. Apply advanced vector techniques.			

## GRPH 202 - Electronic Publishing

Using popular layout software, you will learn to create professionally formatted print and digital documents. You will learn to optimize your production workflow and create interactive documents.

**Credit unit(s):** 3.0  
**Prerequisites:** GRPH 109, GRPH 118  
**Corequisites:** none  
**Equivalent course(s):** MULT 132

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe electronic publishing and tools.			
2. Configure electronic publishing workspace.			
3. Describe electronic file types and output.			
4. Use an electronic publishing application.			
5. Practice electronic publishing for print.			
6. Practice electronic publishing for a digital environment.			
7. Practice creation of interactive forms.			



## MKTG 206 - Digital Marketing 2

Your studies will include developing, planning, and monitoring advanced online digital marketing products, tools, and strategies. You will develop advanced online marketing materials and evaluate the effectiveness of them with web analytics.

**Credit unit(s):** 3.0  
**Prerequisites:** MKTG 203  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Apply advanced digital marketing techniques.			
2. Perform search engine optimization (SEO).			
3. Manage search engine marketing (SEM).			
4. Manage search media marketing (SMM).			
5. Evaluate emerging digital marketing strategies.			
6. Develop components of an online marketing campaign.			

### MULTI 123 - 3D Fundamentals 1

You will learn the basics of 3D modeling. Your studies will include 3D surfacing, mapping, lighting techniques, and simulation. You will develop the skills to produce an animated 3D scene.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Define 3D concepts.			
2. Examine the 3D workspace.			
3. Manipulate 3D objects.			
4. Use 3D lights and cameras.			
5. Construct a 3D composition.			
6. Apply textures to 3D objects.			
7. Implement 3D animation tools.			
8. Create a 3D animated sequence.			

## MULT 205 - Content Management Systems

You will learn about Content Management Systems (CMS) for managing large, interactive websites. You will select an appropriate CMS, create themes, and build multi-page interactive websites with editable content.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 103(concurrent), MULT 128(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Describe Content Management Systems (CMS) themes.			
2. Design CMS themes.			
3. Create CMS themes.			
4. Evaluate different CMSs.			
5. Build multi-page interactive websites.			

## MULT 213 - Web Development 5

You will learn the principles of modern asynchronous JavaScript. You will create webpages and web applications using popular JavaScript frameworks and Application Programming Interfaces (API) to show dynamic content.

**Credit unit(s):** 4.0  
**Prerequisites:** MULT 128(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe command line tools and package management.			
2. Practice modern JavaScript techniques.			
3. Use markup languages and Application Programming Interfaces (API).			
4. Use callbacks, promises, and async/await.			
5. Use JavaScript frameworks.			
6. Build web applications.			

**PROF 200 - Professional Practices 2**

You will develop the knowledge, skills, and attitudes to be a successful interactive project leader and team member. You will study freelance and project management processes and apply them to the creation of projects.

**Credit unit(s):** 3.0  
**Prerequisites:** PROF 100  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe interactive media development processes.			
2. Employ project management software.			
3. Implement client research to support project goals.			
4. Maintain project-related documentation.			
5. Collaborate with clients and team members.			
6. Use freelance project management practices.			
7. Use team project management practices.			

## COMP 265 - Introduction to Mobile Application Development

You will learn the basics of designing and building mobile applications. You will examine current mobile application design patterns and technologies. You will create a mobile application using a mobile application development framework.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 210(concurrent), MULT 213  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe mobile development environments.			
2. Describe signing certificates.			
3. Use simulators and emulators.			
4. Examine user interfaces.			
5. Use frameworks.			
6. Demonstrate mobile debugging.			
7. Use persistent storage.			
8. Create a mobile application.			

## DGTL 206 - Video 2

You will develop video skills for intermediate use in the interactive design space. You will learn about post processing techniques and create motion graphics. You will be exposed to developing video technologies, composite work, and prepare it for the web and live streaming services.

**Credit unit(s):** 3.0  
**Prerequisites:** DGTL 105  
**Corequisites:** none  
**Equivalent course(s):** MULT 122

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Implement video post processing.			
2. Construct motion graphics.			
3. Investigate emerging film tools.			
4. Demonstrate video compositing.			
5. Employ animation for the web.			
6. Develop streamed live video.			

## INDG 100 - Introduction to Indigenous Studies

You will receive an introduction to the Indigenous cultural groups within Saskatchewan. You will learn about the colonization of Indigenous peoples by the Canadian state. Your studies will help you discuss current issues and explore possible solutions.

**Credit unit(s):** 1.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe Indigenous nations of Saskatchewan.			
2. Explain how colonization has impacted Indigenous peoples.			
3. Discuss current issues and possible solutions.			



### MULT 208 - Emerging Interactive Technologies

You will research and discuss the use, impact, capabilities, and limitations of emerging technologies. Studies will include how industry adopts new technology, and how it impacts you as a digital design and development professional.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Describe interactive technologies.			
2. Research emerging interactive technologies.			
3. Identify the capabilities and limitations of interactive technologies.			
4. Describe uses for interactive technologies.			
5. Discuss the impact of interactive technologies on society.			
6. Explain ethics of technology.			

## MULT 212 - 3D Fundamentals 2

Using 3D printing theory, popular modeling and printing software, you will learn to design, model, refine, and print decorative and functional 3D objects. The objects created in this course will have practical business and entertainment applications.

**Credit unit(s):** 3.0  
**Prerequisites:** MULT 123  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe 3D printing processes.			
2. Use 3D scanning techniques.			
3. Apply 3D modeling techniques.			
4. Use 3D printing best practices.			
5. Identify 3D printing issues.			
6. Prepare 3D models for print.			
7. Use a 3D printer.			

## MULT 215 - Immersive Technologies 1

In this course, you will draw upon your existing skill set to bring content into game engine software that is used to create immersive experiences. Studies will include learning the essential skills you need to build immersive user experiences, including lighting, effects, visual scripting, and optimizing the performance for your projects for distribution.

**Credit unit(s):** 3.0  
**Prerequisites:** MULT 123  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe software for immersive experiences.			
2. Use immersive software.			
3. Apply scene techniques.			
4. Employ immersive interactivity.			
5. Examine visual scripting techniques.			
6. Prepare immersive experiences for output.			

## MULT 216 - Immersive Technologies 2

In this course, you will learn more about immersive experiences. This will include augmented reality (AR), mixed reality (MR), and leveraging devices specifically designed for immersion. You will also study immersive best practices and considerations.

**Credit unit(s):** 3.0  
**Prerequisites:** MULT 215(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Explain immersive technologies.			
2. Describe immersive experience best practices.			
3. Use augmented reality (AR) software.			
4. Develop immersive augmented reality projects.			
5. Use mixed reality (MR) software.			
6. Create mixed reality (MR) projects.			

**MULT 217 - Creative Computing**

In this course, you will learn how to use JavaScript libraries to create interactive graphics, animations, and projects. You will learn how to evaluate the creative potential of different programming techniques and tools, and understand the implications of creative computing on society, culture, and industry. By the end of the course, you will be able to analyze, apply, and evaluate programming concepts, as well as create interactive projects using user input and data.

**Credit unit(s):** 3.0  
**Prerequisites:** MULT 114(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** none

Use a checkmark (✓) to rate yourself as follows for each learning outcome		Competent	Learning	None
<b>Competent:</b>	I can apply this outcome without direction or supervision.			
<b>Learning:</b>	I am still learning skills and knowledge to apply this outcome.			
<b>None:</b>	I have no knowledge or experience related to this outcome.			
1.	Evaluate creative techniques and tools.			
2.	Apply creative programming concepts.			
3.	Create interactive graphics.			
4.	Synthesize interactive projects.			
5.	Assess the implications of creative computing on society, culture, and industry.			
6.	Evaluate computational thinking approaches for creative projects.			

## PROJ 202 - Interactive Media Project

This course provides you the opportunity to explore a specific project for your portfolio. You will select the project, learn about its relevance/context in industry, critically assess their work, and obtain feedback.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 202, DSGN 210, MULT 217(concurrent)  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe an interactive medium.			
2. Explain industry context.			
3. Design an interactive media project.			
4. Create an interactive media project.			
5. Present an interactive media project.			
6. Critique interactive media projects.			

### PROJ 101 - Client Directed Project

You will develop a project according to an external client's specifications. You will learn and practice both technical soft skills as you create a project to a client's specifications and satisfaction. \*Note: Students must complete either WORK 106 - Work Experience or PROJ 101 - Client Directed Project.

**Credit unit(s):** 4.0  
**Prerequisites:** PROJ 202, PROF 200  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe a client directed project.			
2. Demonstrate skills and procedures necessary for successfully working with a client.			
3. Demonstrate organizational skills.			
4. Demonstrate interpersonal skills.			
5. Demonstrate time management skills.			
6. Prepare a proposal for a client-directed project.			
7. Produce a client directed project.			
8. Present a client-directed project to the client.			

## WORK 106 – Work Experience

You will observe, practice, and work in an interactive media environment. You will be able to complement your education and practical skills training with experiential learning. \*Note: Students must complete either WORK 106 - Work Experience or PROJ 101 - Client Directed Project.

**Credit unit(s):** 0.0  
**Prerequisites:** MULT 114, PROF 200  
**Corequisites:** none  
**Equivalent course(s):** none

<p><b>Use a checkmark (✓) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe skills and procedures necessary for successfully working within an interactive environment.			
2. Demonstrate organizational skills.			
3. Demonstrate interpersonal skills.			
4. Demonstrate time management skills.			
5. Create work according to an employer’s specifications.			